

The Global Game – making the world work for everyone

Do you think you could run the world better than our current world leaders?



Here's your chance!

The Global Game is a participatory educational simulation developed by visionary engineer Buckminster Fuller to help create solutions to the uneven distribution of global resources. This alternative to war games uses Fuller's Dymaxion Map and requires the group of players to cooperatively solve a set of

metaphorical scenarios, thus challenging the dominant nation-state perspective with a more holistic "total world" view.

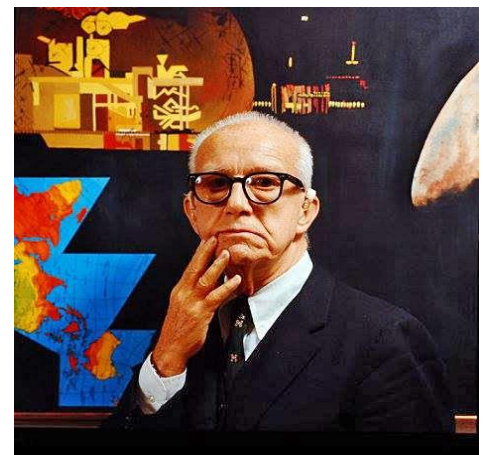
The mission is to ***"make the world work for 100% of humanity in the shortest possible time through spontaneous cooperation without ecological damage or disadvantage to anyone"***

Spaces limited to 75 crewmembers of Spaceship Earth

Date: Monday August 14

Time: 9:30am - 5pm Lunch included

Location: Mitchell Park Community Center, Palo Alto



[Register Here](#) 

"Philosophers have talked for centuries about building a new world. Today, we are meeting to discuss building peace. My conclusion is that to build a new world – to build peace – we must literally build it."
Walter Hickel, former Governor of Alaska, U.S. Secretary of Interior



Dymaxion Map © Buckminster Fuller Institute

"Walking around the Dymaxion 'Big Map' of Buckminster Fuller is the best experience of the Earth I've had since returning from the moon." Astronaut Buzz Aldrin

The goals of the exercise:

- To increase the universal standard of living
- To reduce pollution from fossil fuels and nuclear power
- To reduce poverty and hunger
- To stabilize population growth
- To increase world trade, cooperation and world peace

The Global Game is co-sponsored by:

- City of Palo Alto Sustainability Department
- Silicon Valley SIMCenter
- Global Energy Network Institute

[Register Here](#) 